CYCLES:

Blink

Maggie's Pacifier

Laugh

Annoyed Grunt

Finger Twiddles

Choke

Scream

Chew

MASTER

COMBINATIONS:

SOMETIMES WE WILL ASK FOR DIFFERENT WAYS OF CLOSING AND OPENNING IN THE SAME BLINK

NORMAL BLINKS WILL BE WRITTEN:

AND SHOULD BE ANIMATED:

		EYE-1
1		
2		
3	BART BLINK (B)	2
4		4
5		
6		3
7		1

8		1
9	HOMER BLINK (A)	2
10		3
11		4
12		
13		3
14		2
15		1
0		

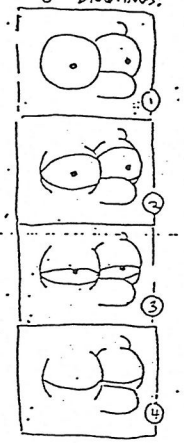
1		1
2		
3	MARGE BLINK (C)	2
4		
5		
6		
7		4
8		
9		3
10		
11		2
12		
13		1
14		
15		
0		

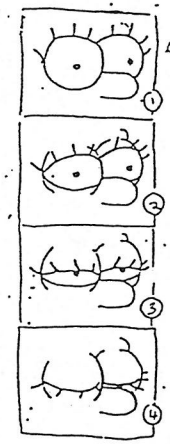
IF WE WRITE THIS:

WE'LL MEAN THIS:

	ACTION	
1		EYE-1
2	HOMER BLINK	2
3	CLOSE (A)	3
4		(4)
5		
6	OPEN (B)	3
7		1
8		
9		
10		
11		
12		
13		
14		
15		
0		
1		EYE-1
2		
3	HOMER BLINK	2
4	CLOSE (C)	
5		3
6		
7		4
8		
9	OPEN (A)	3
10		2
11		1
12		
13		
14		
15		
0		
1		EYES-1
2		
3	HOMER	2
4	CLOSE (C)	
5		3
6		
7	(HOLD)	4
8		
9		
10		
11		
12		
13		
14	OPEN (B)	3
15		1
0		

USING THESE DRAWINGS:

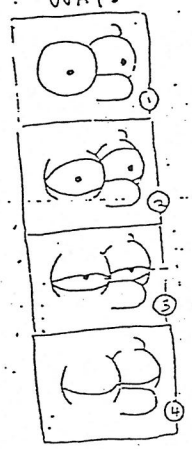


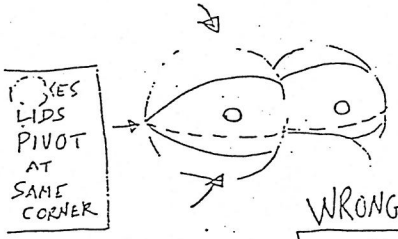


NOTE EYE LASH

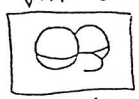
THEY MOVE IN PERSPECT

DO IT THIS WAY:



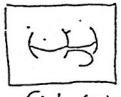


WRONG:



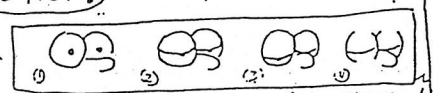
No!! DO NOT CLOSE OFF EYE CIRCLES

RIGHT:



YES!!

DO NOT:



DO NOT CLOSE ONLY TOP LID. NO NO NO!!
CLOSE BOTH TOP AND BOTTOM.
LEAVE GAPS IN EYE CIRCLES.

EYE BLINK (A) ACTION

		EYES-1
4		
5	CLOSE EYES	2
6	ON ONES	3
7	CLOSED	(4)
8		
9	OPEN EYES	3
10	ON ONES	2
11	OPENNED	(1)
12		
13		
14		
15		
0		

6X

EYE BLINK (A) IS 6X:
= CLOSE TWO FRAMES ON (1s)
CLOSED TWO FRMES
OPEN TWO FRAMES ON (1s)
= 6 FRAMES

EYE BLINK (B)

		EYE-1
4		
5		
6	CLOSE	2
7	CLOSED	4
8		
9	OPEN	3
10	OPENNED	1
11		
12		
13		
14		

EYE BLINK (B) IS 4X:
CLOSE 1 FRAME
CLOSED 2 FRAMES
OPEN 1 FRAME
= 4 FRAMES

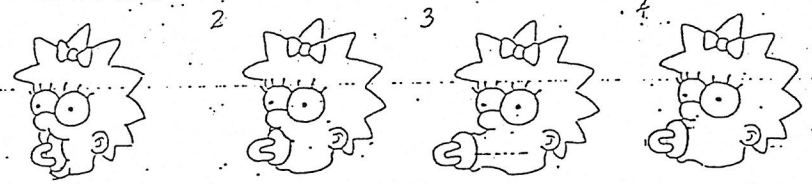
EYE BLINK (C)

		(1)
4		
5	CLOSE	2
6	ON TWOS	
7		3
8		
9	CLOSED	4
10		
11	OPEN	3
12	ON TWOS	
13		2
14		
15	OFENNED	1
0		

EYE BLINK (C) IS 10X:
CLOSE 4X ON (2s)
CLOSED 2X
OPEN 4X ON (2s)
= 10X

MAGGIE PACIFIER-CYCLE:

PLEASE USE THESE DRAWINGS-



MAGGIE 8X CYCLE:

PAC 1

(1) (2) (3) (4) (1) (2) (3) (4) (1) (1)

MAGGIE 10X CYCLE:

PAC 2

(X) (1) (2) (4) (3) (2) (X) (1) (2) (4) (3) (2) (X) (1) (2) (4) 3 2 (X) (1)

WHEN WE WRITE IN THE SHEETS PAC-1 = THIS WILL MEAN:
"MAGGIE SUCKS PACIFIER-8X CYCLE"

WHEN WE WRITE IN THE SHEETS PAC-2 = THIS WILL MEAN:
"MAGGIE SUCKS PACIFIER-10X CYCLE"

BART'S LAUGH CYCLE

RHYTHMS - 4

HERE IS (1)

AN EXAMPLE |

OF HOW 2

TO VARY 3

THE LAUGH 4

WHERE 2

DRAWING (1) |

(1) HITS 2

THE ACCENTS 3

OF THE 4

LAUGH. (1)

2

3

4

2

(1)

2

3

4

(1)

2

3

4

1

2

3

4

(1)

2

3

4

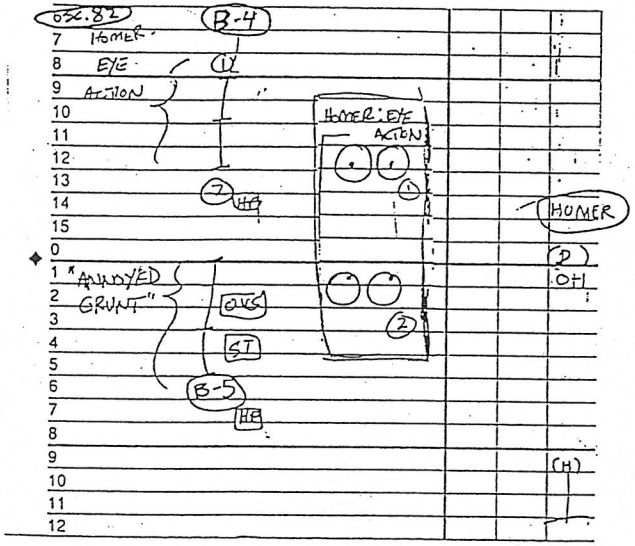
2

(1)

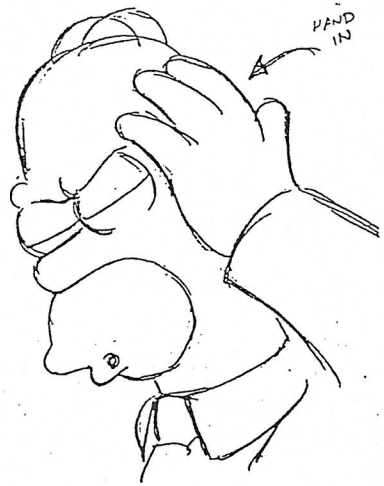
"ANNOYED GRUNT"

B-4

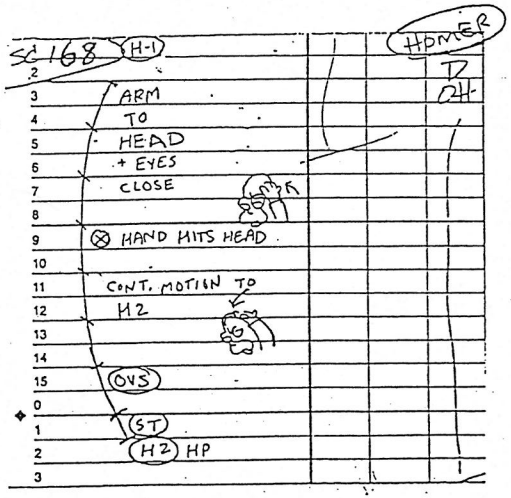
B-5

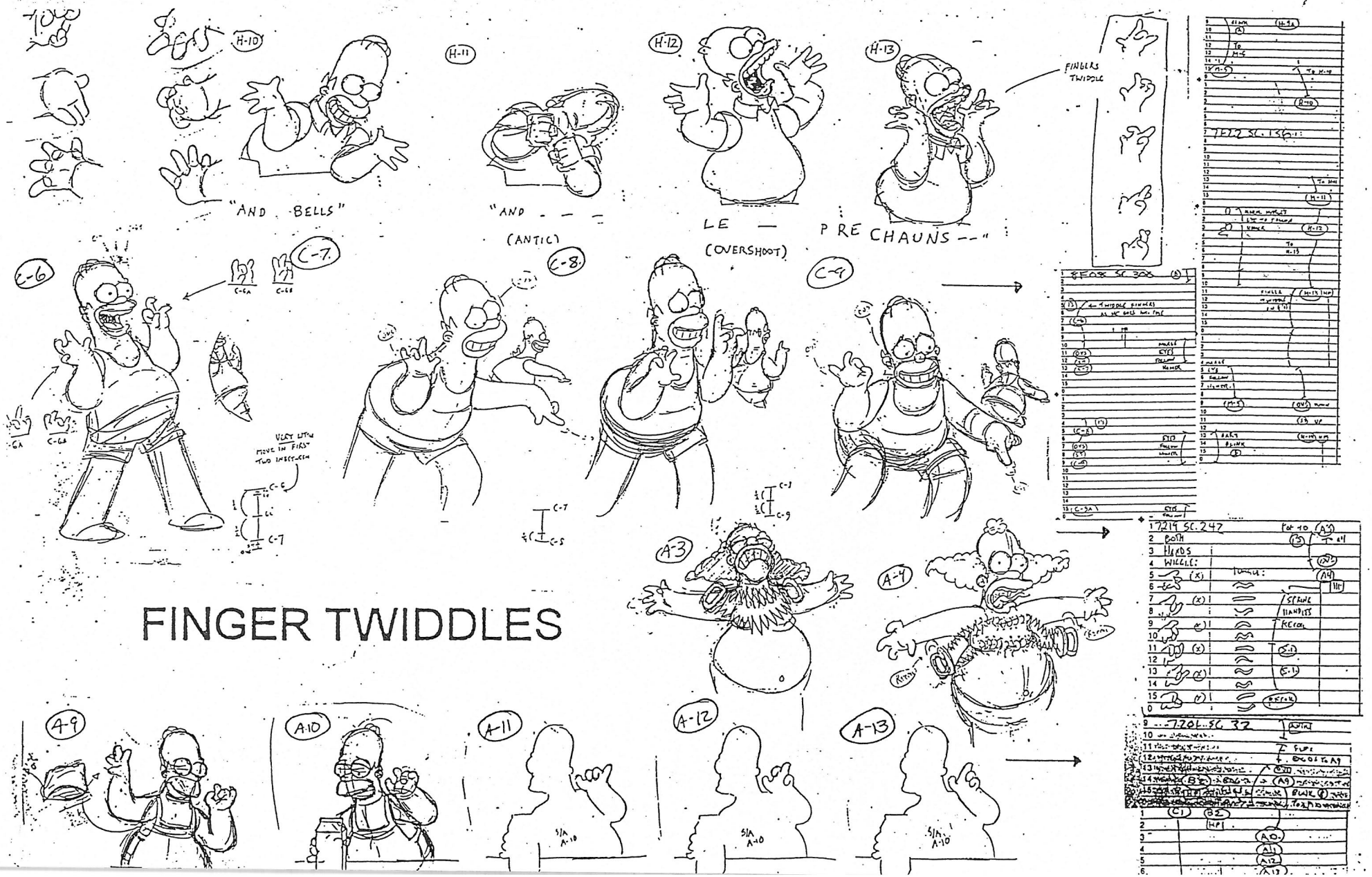


H-1



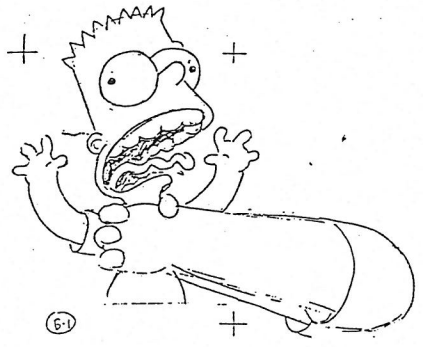
H-2

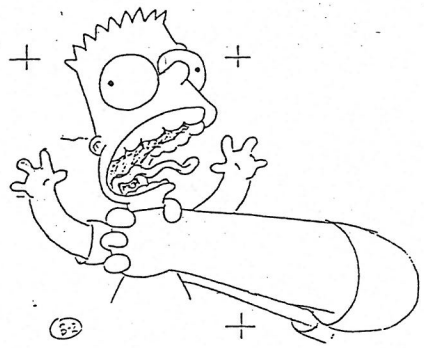


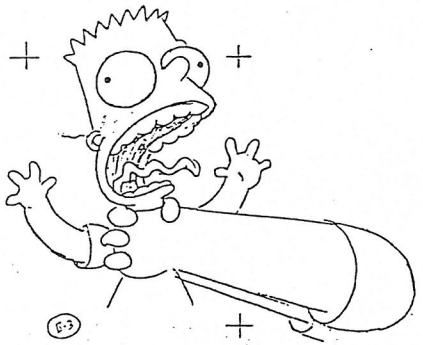

H-10
H-11
H-12
H-13
"AND BELLS"
"AND - - -"
(ANTIC)
LE — PRE CHAUNS --"
(OVERSHOOT)
FINGERS TWIDDLE
C-6
C-7
C-8
C-9
VERY LITTLE MOVE IN FIRST TWO INBETWEENS
FINGER TWIDDLES
A-3
A-4
A-9
A-10
A-11
A-12
A-13

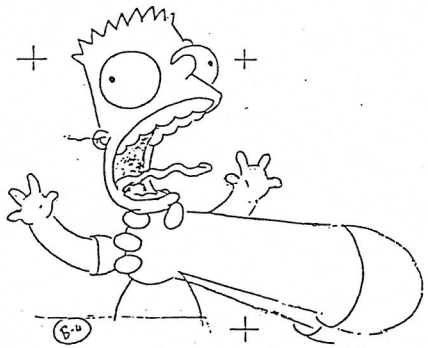
HERE'S A NEW TWIST ON AN OLD CHOKE:

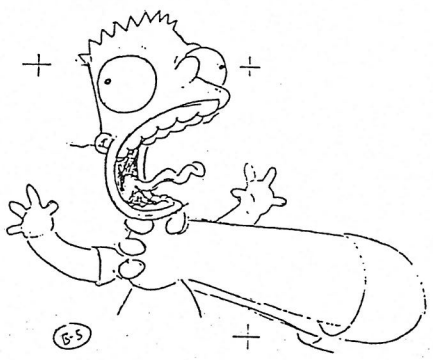
FIRST WE HAVE THE TRADITIONAL FIVE DRAWING CHOKE CYCLE OF BART:



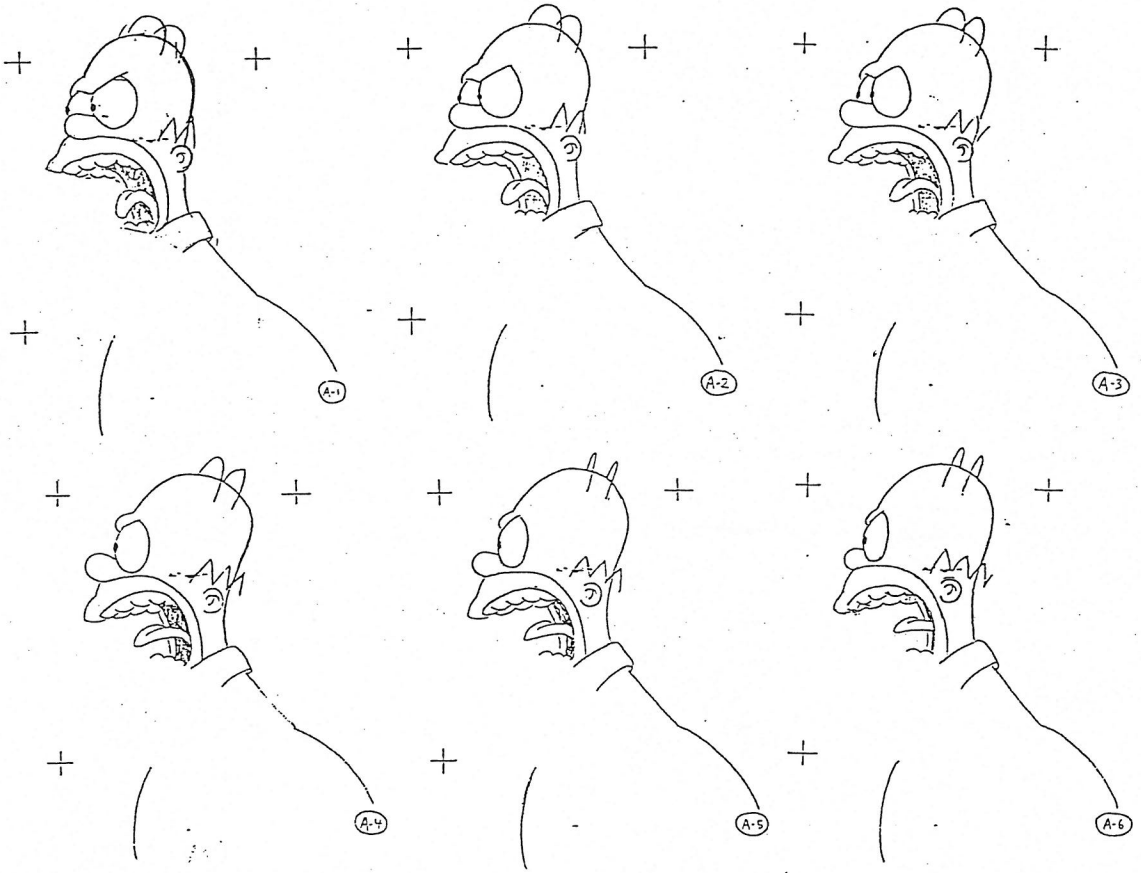








CON'T.



BART	HOMER
B-1	A-1
2	(3)
3	4
(5)	5
4	(6)
(5)	5
4	4
(5)	3
4	2
3	(1)
2	(3)
(1)	4
2	5
3	(6)
(5)	(4)
4	3
(5)	2
4	(1)
(5)	2
4	3
3	4
2	5
(1)	(6)
2	(4)
3	3
(5)	2
4	(1)
(5)	(3)
4	4
(5)	5
4	(6)
3	(4)
2	3
(1)	2
2	(1)
3	(3)
(5)	4
4	5
(5)	(6)
4	5

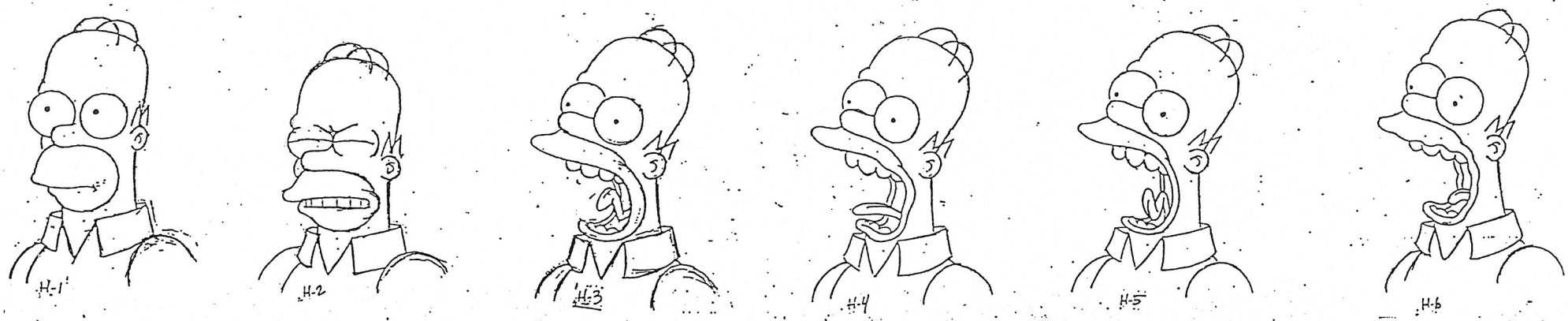
⇨ THE BART CYCLE WORKS WITH A SIX DRAWING HOMER CYCLE OF HOMER'S HEAD TURNING FROM SIDE TO SIDE!

THE CHARTS FOR THE TWO CYCLES ON THE LEFT SHOW HOW THE ANIMATION VARIES BETWEEN THEM.

⇨ THANK YOU. THERE IS NO MORE, LATER, PERHAPS, THERE WILL BE MORE.

FILM ROMAN		MODEL ARTIST	TO GRACIE	GRACIE NOTES	REVISION(S)	FINAL
EPISODE #	EPISODE TITLE:					
SCENE #	DESCRIPTION:					
	SCREAM CYCLE					

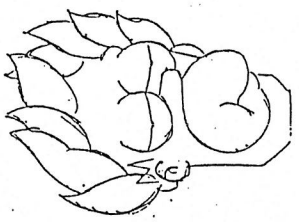
1	263	H-1
2		H-2
3		
4	TO H-2	(X)
5		(X)
6		H-2
7		
8	TO H-3	(X)
9		H-3
10		H-4
11		H-5
12		H-6
13		H-3
14		H-4
15		H-5
0		H-6

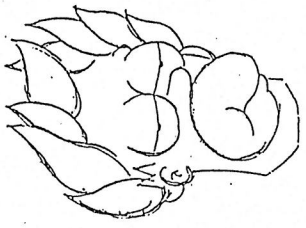


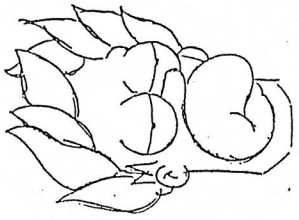
chew cycle

SHEET No.

3	2	1	.	CAMERA INSTRUCTIONS
	B·47		48	
2	B·49		49	
			50	
3	B·51		51	
			52	
4	B·53		53	
			54	
5	B·55		55	
			56	
6	B·57		57	
			58	
1	B·59		59	
			60	
2	B·61		61	
			62	
3	B·63		63	
			64	
4	B·65		65	
			66	
5	B·67		67	
			68	
6	B·69		69	
			70	
1	B·71		71	
			72	
2	B·73		73	
			74	
3	B·75		75	
			76	
4	B·77		77	
			78	cut
5	B·79		79	
			80	
6	81		81	
			82	


B·69


B·67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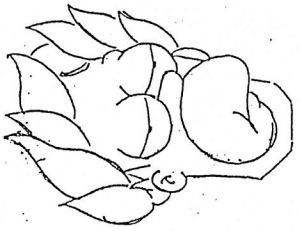
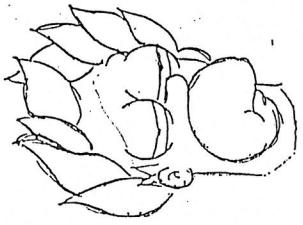
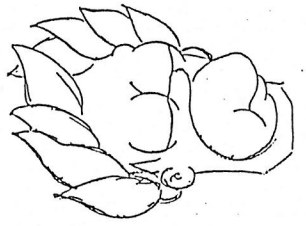

B·63


B·61


B·59

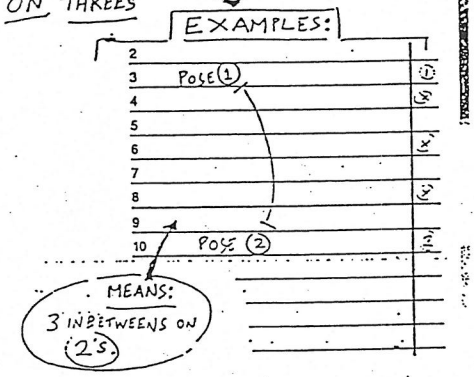
EVERYTHING IS ON 2's UNLESS YOU SEE THIS: (1's) MEANS ON ONES
(3's) MEANS ON THREES

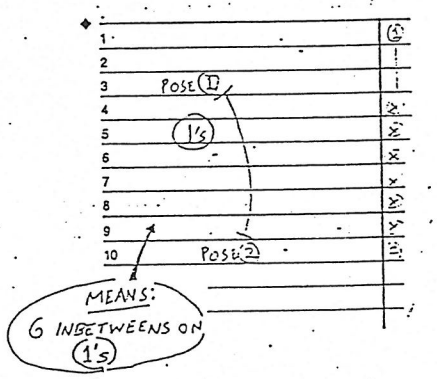
SOME ABBREVIATIONS:

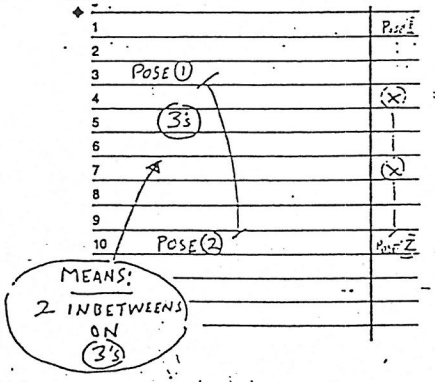
- HBOB = HEAD BOB
- INB = INBETWEEN
- SP = START POSE
- HP = HOLD POSE - MEANING, HOLD THE POSE NUMBER WHEN YOU SEE HP NEXT TO IT. EXAMPLE: (M-3) HP MEANS HOLD M-3 POSE.
- ANTIC = ANTICIPATION
- OVS = OVERSHOOT
- ST = SETTLE
- DIAL = DIALOGUE
- (X) = WHERE A SPECIFIC DRAWING HITS ON THE X-SHEET
- PAC-1 = MAGGIE PACIFIER - 8x CYCLE
- PAC-2 = MAGGIE PACIFIER - 10x CYCLE
- BLINK (A) = 6x BLINK ON ONES
- BLINK (B) = 4x BLINK ON ONES
- BLINK (C) = 10x BLINK ON TWOS

(*) ALSO: WHEN WE CIRCLE A POSE NUMBER, SAY (M-1) FOR EXAMPLE, THAT MEANS WHERE WE WANT THE POSE TO HIT. WHEN IT IS UNCIRCLED, IT IS WHEN WE ARE INSTRUCTING YOU TO MOVE TO IT!

EXAMPLES:

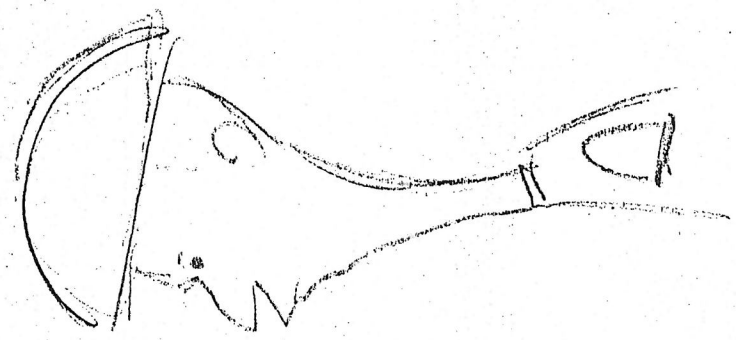






CYCLES:

Laugh
Annoyed Grunt
Finger Twiddles
Choke
Scream



BART'S LAUGH CYCLE

RHYTHMS 4

HERE IS (1)

AN EXAMPLE

OF HOW 2

TO VARY 3

THE LAUGH 4

WHERE 2

DRAWING (1)

(1) HITS 2

THE ACCENTS 3

OF THE 4

LAUGH. (1)

2

3

4

2

(1)

2

3

4

(1)

2

3

4

1

2

3

4

(1)

2

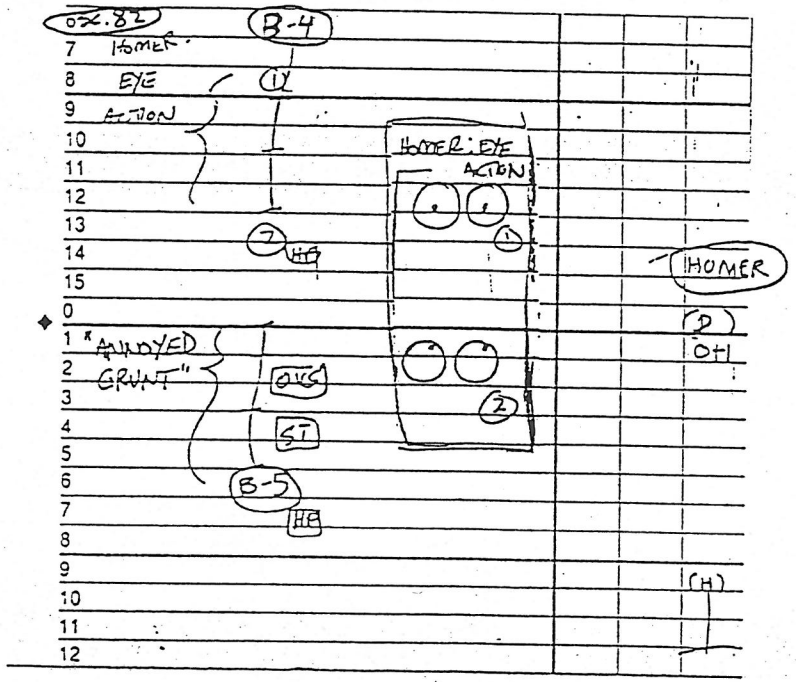
3

4

"ANNOYED GRUNT"

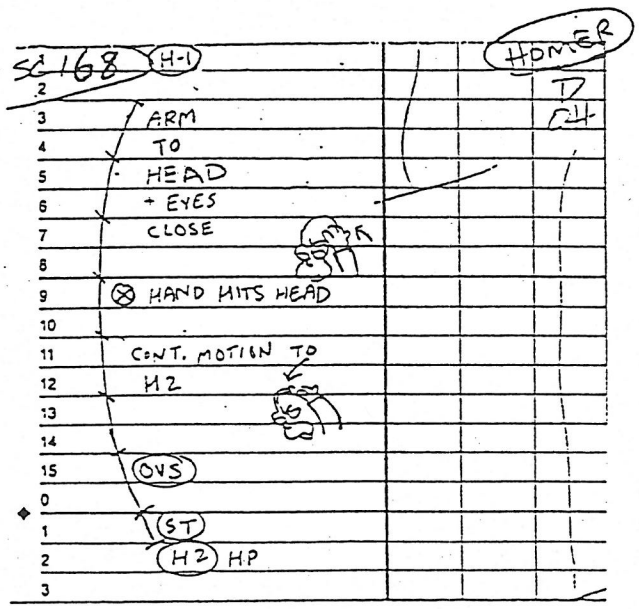
B-4

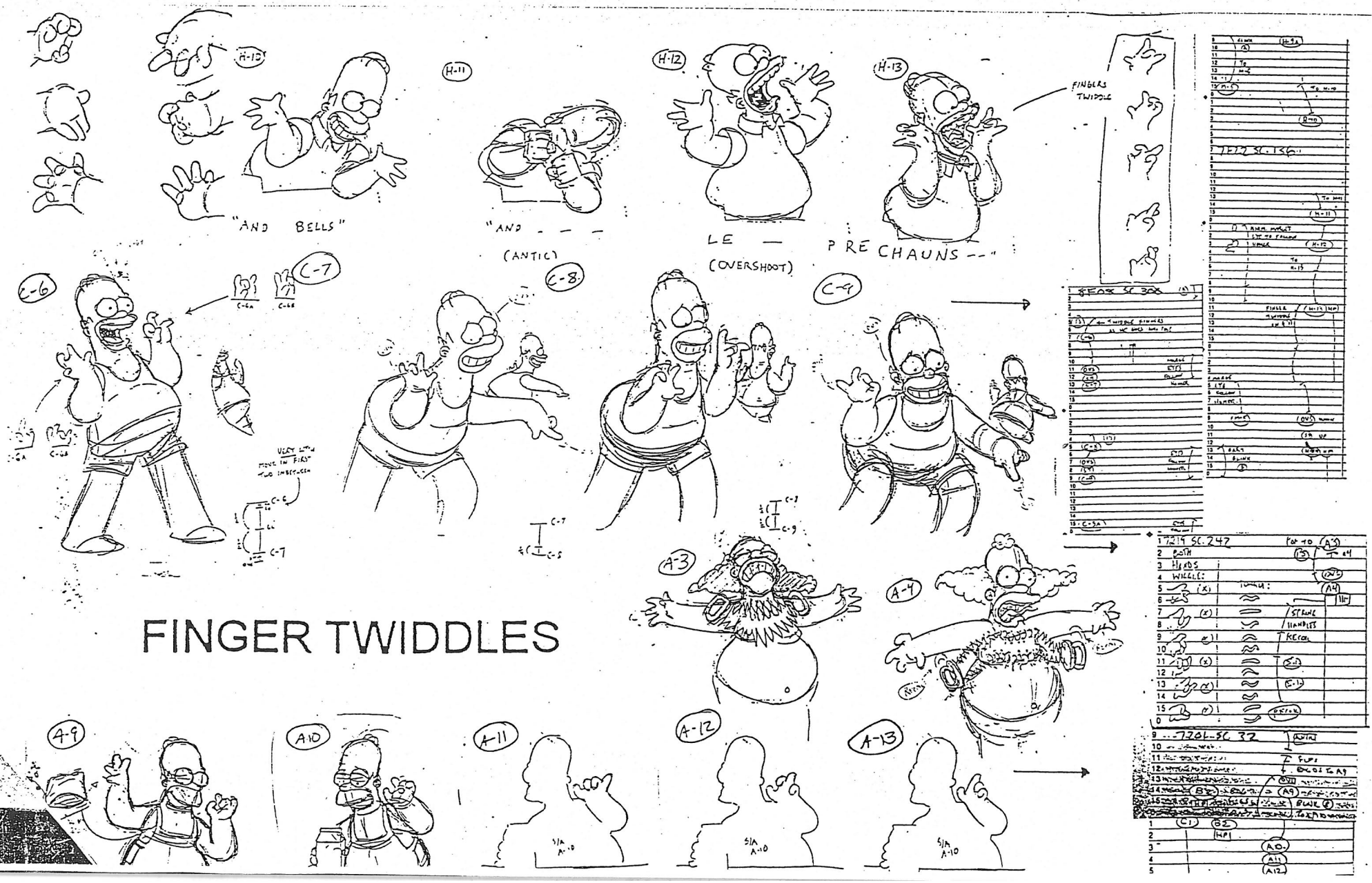
B-5

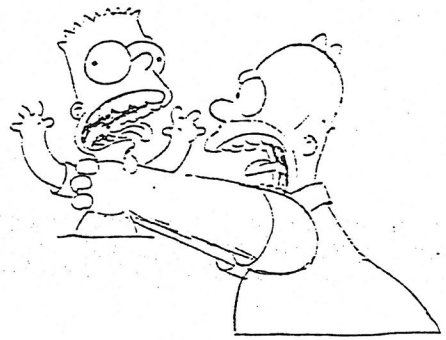


H-1

H-2

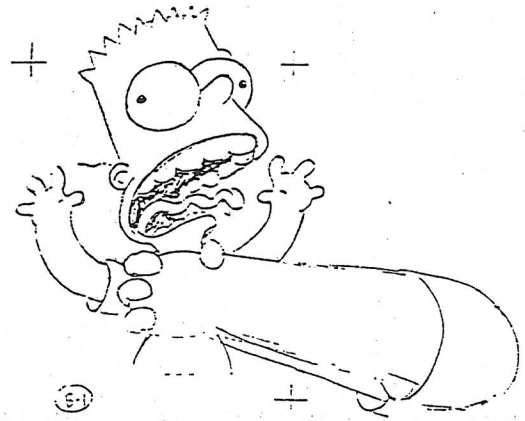


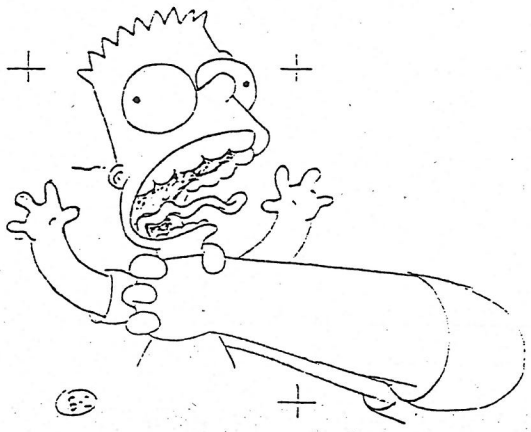

H-13
"AND BELLS"
H-11
"AND - - -
(ANTIC)
H-12
LE —
(OVERSHOOT)
H-13
PRECHAUNS --"
FINGERS TWIDDLE
C-6
C-7
C-8
C-9
C-7
C-8
A-3
A-4
A-9
A10
A-11
A-12
A-13
5/A A-10
5/A A-10
5/A A-10
FINGER TWIDDLES

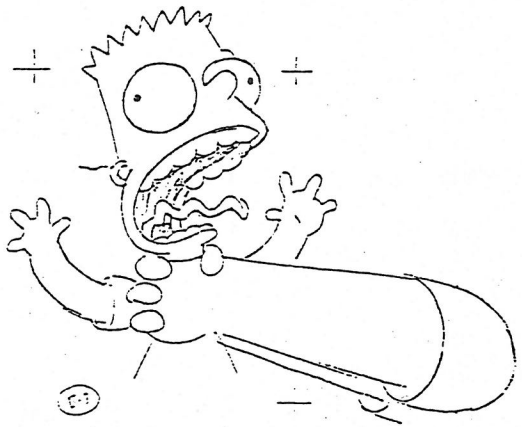


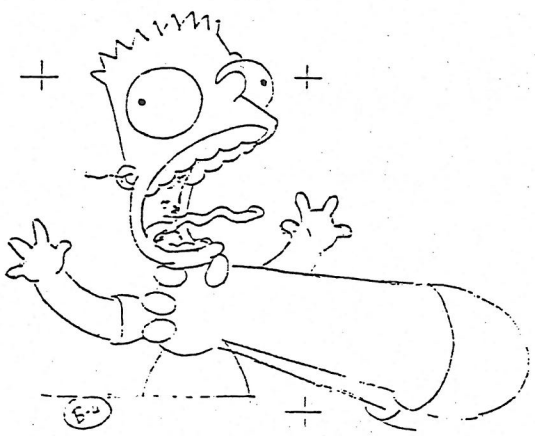
HERE'S A NEW TWIST ON AN OLD CHOKE:

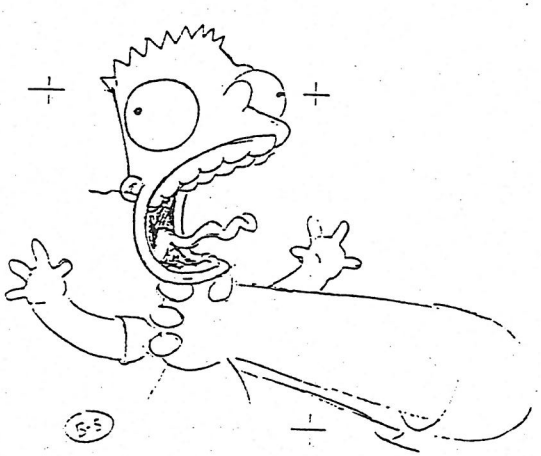
FIRST WE HAVE THE TRADITIONAL FIVE DRAWING CHOKE CYCLE OF BART:



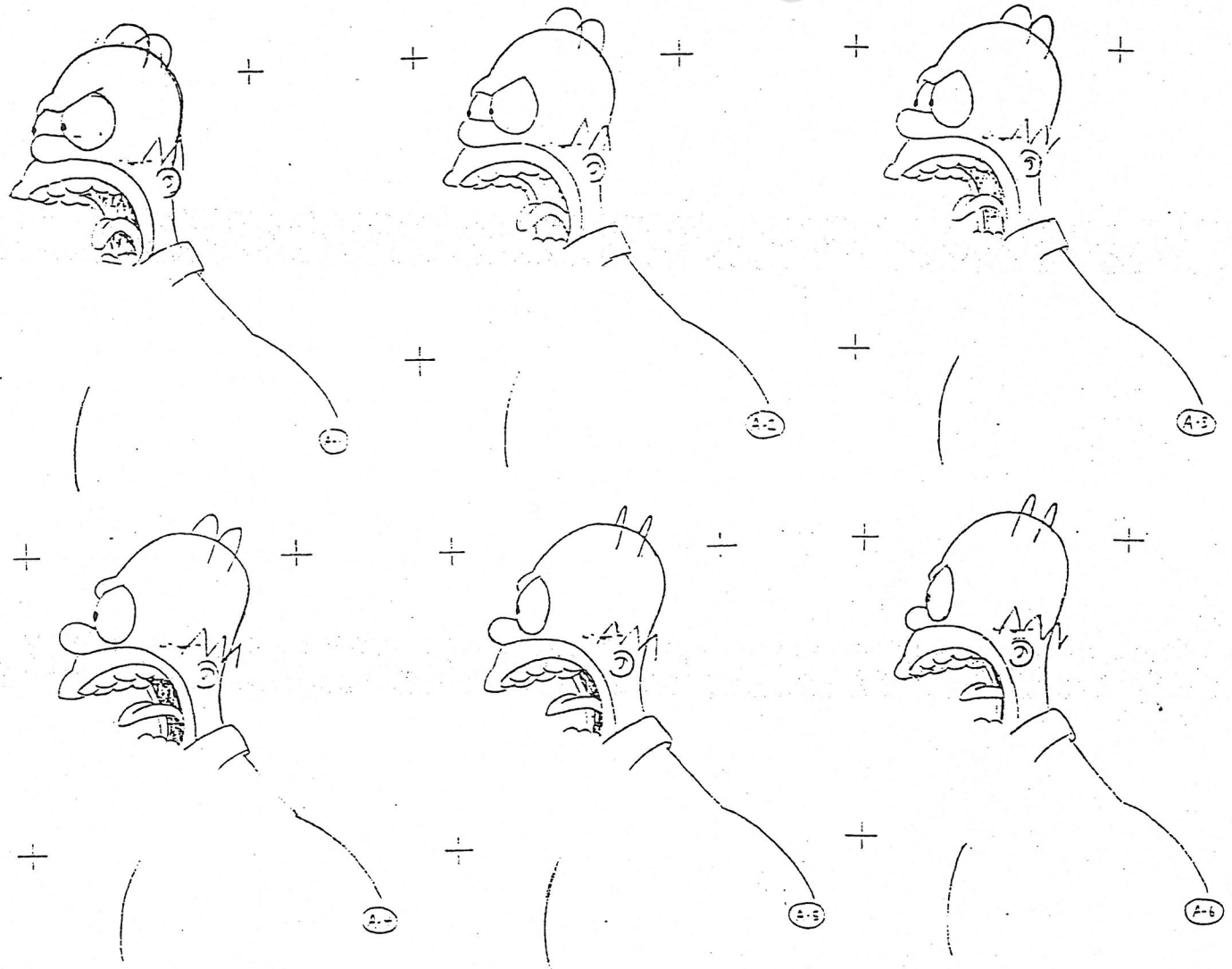


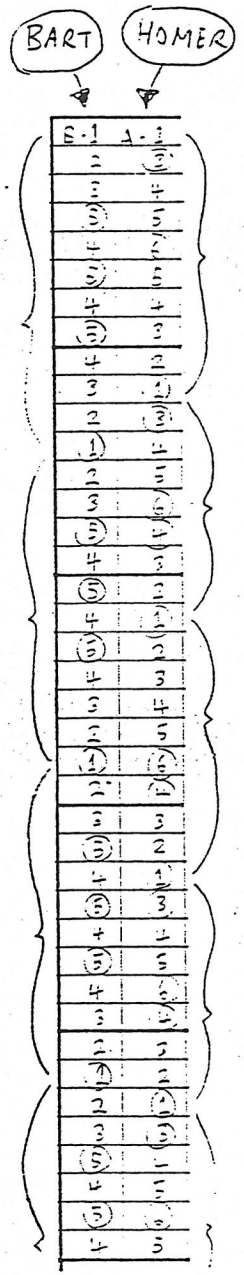






CON'T.

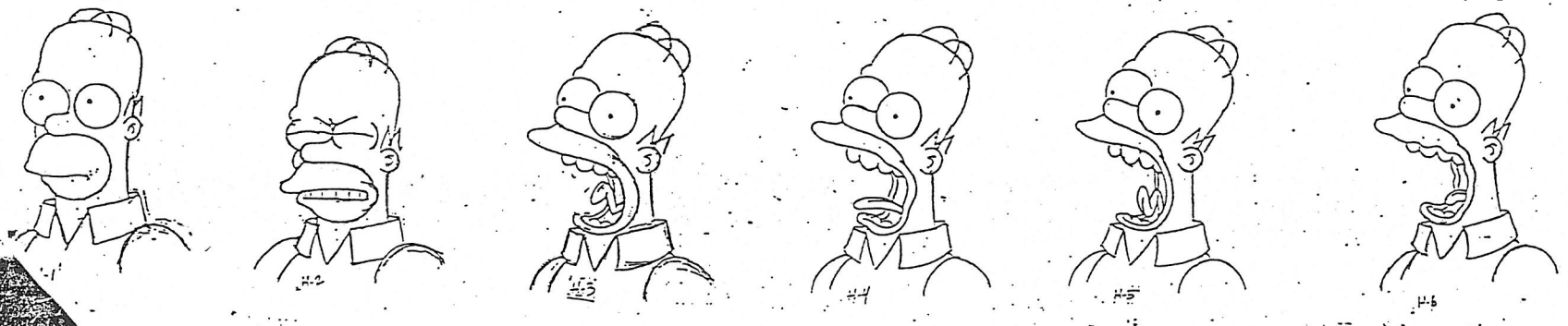




⇒ THE BART CYCLE WORKS WITH A SIX DRAWING HOMER CYCLE OF HOMER'S HEAD TURNING FROM SIDE TO SIDE!

THE CHARTS FOR THE TWO CYCLES ON THE LEFT SHOW HOW THE ANIMATION VARIES BETWEEN THEM.

⇒ THANK YOU. THERE IS NO MORE.
LATER, PERHAPS, THERE WILL BE MORE.

FILM ROMAN		MODEL ARTIST	TO GRACIE	GRACIE NOTES	REVISION(S)	FINAL
EPISODE #	EPISODE TITLE:					
SCENE #	DESCRIPTION:					
	SCREAM CYCLE					

1		H-1
2		
3		
4	TO	(X)
5	H-2	(X)
6		H-2
7		
8	TO H-3	(X)
9		H-3
10		H-4
11		H-5
12		H-6
13		H-3
14		H-4
15		H-5
0		H-6